

```
1  #include "PlaceableActor.h"
2
3  PlaceableActor::PlaceableActor(int x, int y, ActorColour colour)
4      : m_pPosition(new Point(x, y))
5      , m_IsActive(true),
6      m_colour(colour)
7  {
8
9  }
10
11 PlaceableActor::~PlaceableActor()
12 {
13     delete m_pPosition;
14     m_pPosition = nullptr;
15 }
16
17 int PlaceableActor::GetXPosition()
18 {
19     return m_pPosition->x;
20 }
21
22 int PlaceableActor::GetYPosition()
23 {
24     return m_pPosition->y;
25 }
26
27 int* PlaceableActor::GetXPositionPointer()
28 {
29     return &(m_pPosition->x);
30 }
31
32 int* PlaceableActor::GetYPositionPointer()
33 {
34     return &(m_pPosition->y);
35 }
36
37 void PlaceableActor::SetXYPosition(int x, int y)
38 {
39     m_pPosition->x = x;
40     m_pPosition->y = y;
41 }
42
43 void PlaceableActor::Place(int x, int y)
44 {
45     m_pPosition->x = x;
46     m_pPosition->y = y;
47     m_IsActive = true;
48 }
```